



A BOX OF MATCHES



BROOKS BROTHERS CHRONOLOGY



1818-1874

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1857-1870

Corner Broadway and Grand Street

1870-1874

South Union Square

1874-1884

Corner Broadway and Bond Street

1884-1915

Corner Broadway and Twenty-second Street

August, 1915

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A Box of Matches

Containing
Forty Ways to Play
GOLF

OR
The Handicapper's Hoyle

By
H. B. FENN



New York
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EXPLANATIONS

Birdie—A hole made in one stroke under par.

Eagle—A hole made in two strokes under par, for example, a one on a par 3 short hole.

Pterodactyl—A hole made in three strokes under par. This would be where a second shot with a brassie was holed out on a par 5 hole. It is rare enough to warrant the name.

APOLOGIA

EACH season finds many new devotees of the game not yet familiar with the many varieties of golf matches. It is for these, as well as for the more seasoned players whose knowledge is perhaps not complete on this subject, that this booklet has been prepared.

If there are any suggestions in it that will add pleasure to your regular Saturday foursome, or ideas which will give additional interest to your club tournaments, we shall feel that our efforts have been rewarded.

BROOKS BROTHERS

Golfing Suits with long Trousers
or Knickerbockers
in all weights and weaves
Flannel Trousers and Shirts
of Outing Materials
Crash Jackets and Knickers
Shetland Wool Sweaters
and Waistcoats
Neckwear, Handkerchiefs
Wool Stockings and
Half-Hose
Special Hats, Caps, Gloves
Gaiters
Boots and Shoes, with Rubber
Soles, Scafes, Hobnails, etc.
Pipes, Tobacco Pouches, Umbrellas,
Kit Bags, Suitcases
Motor Coats, Travellers' Requisites
for Long or Short Trips
Everything for Men's & Boys' Wear
in Town or Country

A Box of Matches

Containing

Forty Ways to Play Golf

HANDICAPPING

IN golf, as in all other games, certain players are more proficient than others, so to equalize the chances of all to win a match or tournament, handicaps are given by the better players to those less proficient.

Handicapping today is generally based upon the par of the course. Par is a perfect score for the 18 holes, each hole being considered separately. When a player makes par for the round, he has played perfect golf—every hole made in what it should be, when played correctly.

With handicaps founded on par, even the best players usually receive some handicap, as few men can consistently play perfect golf. Each club member is given a handicap of so many strokes, based upon the difference between par and his average score for the course. For

example, if the par of a course is 72 a member consistently playing in the low eighties, would receive 8 strokes handicap. Another man playing around ninety, 16 or 18 strokes.

Most clubs have a Handicap Committee whose duty it is to follow closely the playing ability of its members, in order to revise all handicaps as the occasion occurs. When a member's game shows improvement his handicap is reduced and when there is a falling off in his game it is increased.

Automatic Handicap System

IN many clubs, especially in the West, handicapping is based on the average of the five best scores of the season, the medal handicap being placed at four-fifths of the difference between this average and par. Thus a player whose best scores on a 72 par course have been 84-86-87-87-91 would have an average of 87 and a handicap of 12. Members' handicap cards are kept in a convenient rack, and the player is in honor bound to erase the poorest of his five scores and substitute a better one whenever he can.

Should he, however, have a "freak" score, say five strokes or more below his hitherto best score, he is required to post a score only one

stroke better. The player above, for example, might turn in a 78. Instead of posting this, he would post an 83, and his new handicap would be based on 83-84-86-87-87, or 11 strokes instead of 10, which would be the case if he had been required to post the 78. This would have been too severe a reduction on account of one unusually good score.

In match play, the difference in ability between players is not so pronounced, as the poorer player in medal play is likely to waste many strokes on some one hole which will affect his score for the entire round, but will not make as much difference in match play where he can only lose the one hole by poor playing. Therefore in match play only three-quarters of the medal play handicap is allowed. Where both players, who are to play a match against each other, have handicaps, the one with the lower handicap allows his opponent three-quarters of the difference between their respective handicaps. When three-quarters of the difference results in a fraction of one-half or more, an extra stroke is allowed; when less than one-half, it is disregarded. In a four-ball foursome, three-eighths of the difference between the combined handicaps of the respective partners is allowed.

On the score-cards of all clubs are indicated the holes on which strokes are to be allowed by one player to another, in games played on a match basis. Generally the first few strokes are allowed on the longer holes, gradually working down to the shortest hole, where the allowance is 18 strokes, or a stroke a hole.

Bisques

In individual matches, bisques are frequently given instead of strokes. A bisque is the same as a stroke, except that the recipient may take the stroke on any hole he elects, instead of on the hole specified on the score-card. He must, however, specify that he is taking a bisque before playing from the following tee. The giving of a bisque is practically the same as starting an opponent an equivalent number of holes up, as the one receiving the bisques is sure to take them on holes where they will count, either enabling him to win or halve the holes in question. For example, A allows B one bisque, on the sixth hole A is one up on B and they each make this hole in five. B elects to take his bisque at this point, thereby winning the hole and squaring the match.

MEDAL PLAY OR STROKE PLAY

THE meaning of medal or stroke play is the total number of strokes which a player requires to complete one full round of the course, or 18 consecutive holes. This form of play is used principally for one-day competitions and in the qualifying round of tournaments lasting for a longer period, where it is necessary to reduce a large field to a given number of players. In tournaments of this kind all who enter play 18 or 36 holes medal play, and players having the lowest scores 8, 16, or 32, continue at match play. One-day tournaments are usually on a handicap basis in order to equalize the chances of the players of different calibre, the handicap allowance being deducted from the gross score, or actual number of strokes required to complete the entire round. The player having the lowest net score wins. Medal-play competitions are unquestionably the severest test of golf. In a good field a player who finds trouble on one or two holes has a very serious handicap to overcome.

Some tournaments are played on a medal-play basis throughout. The most notable American competition on this basis is the Open Tournament of the United States. Both professionals

and amateurs are eligible to compete in this contest. This consists of 72 holes, or four complete rounds of the course, the player with the lowest gross score for the entire four rounds being the winner. It is usually won by one of the professionals, but on several occasions amateurs have been in the front.

Francis Ouimet, "Jerry" Travers and "Chick" Evans each has one win to his credit. The most notable amateur performance was probably that of Francis Ouimet, the first amateur to win this tournament, who won at Brookline, Mass., in 1913, after a play-off of a tie with Harry Vardon and Edward Ray—two of the best golfers the world has ever known. Ray at that time was open champion of Great Britain.

In all medal competitions each player competes against the entire field, while in match play each match is an individual contest. Special U.S. Golf Association rules apply to medal play and should be studied by all golfers.

MATCH PLAY OR HOLE PLAY

To make this booklet complete, it is necessary to outline the simplest matches as well as those which are more complicated. We will therefore start with the two-ball match.

In match play, as the name implies, there is an individual competition involved. This may be constituted by one player on a side, or there may be two or more players on a side. In most tournament play a match is between two players only. In such a match the player who wins the greatest number of holes from his opponent wins—the total number of strokes not counting. A player may thus require several strokes more on the entire round than his opponent and still beat him in the number of holes won. Each hole counts one point and is decided by the number of strokes required to complete the individual hole. Match play is sometimes called hole play.

You often hear some such expression as “Jones won by 4 and 3.” This simply means that at the completion of the 15th hole Jones has won four more holes than his opponent; and as there are only three holes still to play, he cannot possibly be beaten, even if he should lose all of the remaining holes.

Match play is used in most tournaments after the qualifying round. The eight, sixteen, or thirty-two players having the lowest score at medal play in the qualifying round continue at match play. The names of these players are

placed in a hat and drawn. They are then paired and bracketed as follows:



This shows the way sixteen players would be paired. The winners of each match would continue to play through until one only is left, who is the winner. The National Amateur

Championship and most club invitation tournaments are played on this basis.

The preceding pages having given a general outline of medal and match play, we shall now consider the different kinds of tournaments and matches which are played under either one or the other of these two methods.

TWO-BALL FOURSOME

FOUR players are required, two on each side constituting a team. One ball only is used by each team, the partners alternating in playing the shots. This is the real "foursome," as distinct from the four-ball match, to be described later. One partner drives from the tee on all the even holes and the other partner on all the odd holes, regardless of who played the last stroke on the preceding hole. The total number of strokes played by both partners is counted in the score, and the competition may be either at match or medal play. Each player uses his own clubs as he would in playing a regular two-ball match.

This type of competition is sometimes varied by having the players alternate in playing the shots throughout the entire round; that is, when one partner holes out, the other partner will

drive, regardless of which partner drove from the preceding tee.

TWO-BALL MIXED FOURSOME

THIS is the same as the two-ball foursome just outlined, except that in this instance a man and woman are partners.

SELECTIVE DRIVE FOURSOME

THIS follows the same plan as outlined for the two-ball foursome, except that the partners may determine who shall drive from each tee, not necessarily alternating as before. However, each partner must play from at least nine of the eighteen tees. This arrangement enables the partner who is the longer driver to take advantage of the long holes, or those where a long carry is involved, or the player who is more accurate on the short holes to take advantage of his skill. This is particularly adapted to mixed foursomes, where the man, or longer driver, has the opportunity to take advantage of his greater distance where it will be of the most benefit. This is sometimes further varied by allowing both partners to drive from all tees and then selecting the best drive. This counts most on short holes, where the ball nearest the pin may be selected.

THREE-BALL MATCHES

As the name implies, this is a match where three players play together: each may have a match against both of the others; or, where one player is better than either of the other two, he will undertake to play their best ball. In this case the two poorer players are partners and on each hole the lowest score of the two counts against the score of the single player. For example, A & B are partners against C. On the first hole A takes six while B has a five, which is the same number of strokes required by C. The hole is therefore halved, as B's ball counts for his side. This same procedure is followed throughout the round, the winner being determined as in two-ball match play.

ONE-HALF AGGREGATE SCORE

THIS is a variation of the three-ball match above outlined and is used where one of the players is not enough better than the other two to justify his playing their best ball. In this case the total score of the two players who are partners is added and the odd player's score counts against one-half the aggregate score of the two. For example, one of the partners takes a five and the other a four, making a total of nine, their

score for the hole being $4\frac{1}{2}$. The odd player must beat this in order to win. Under this plan a putt may mean either the winning or losing of a hole and adds interest to the play.

FOUR-BALL FOURSOME

THIS is probably the most popular and most frequently played match at all Golf Clubs. It is susceptible of numerous variations and materially promotes sociability. Many interesting side matches can be played in conjunction with the four ball, especially if you are looking for a few more points on which a small wager may be laid. In a straight four-ball match there are two partners on each side, each player using his own ball, the best ball only of each side counting. With this exception, the scoring is the same as in a two-ball match, each hole counting as one point. The two partners having the honor play first from the tee, followed by the two opponents, after which the player furthest from the hole plays first.

TAFT SYSTEM

OR BEST BALL AND AGGREGATE

THIS is a variation of the regular four-ball match in which two points are involved on each hole—one point for the best ball and one point for the aggregate or total score of the two

partners. For example, A and B are playing C and D. A makes the hole in 5, B in 7, C in 6 and D in 6. A and B would score one point for the best ball only, as the aggregate of the two partners of both sides is the same. If C and D had made a 5 they would have won a point, as the best ball would have been tied, and their aggregate score would have been a stroke better.

This method of play is reputed to have been originated by the Honorable William Howard Taft when he was President.

THREE-POINT SYSTEM

THIS is played in the same way as the Taft System, except that two points are allowed for the best ball and only one for the aggregate score.

BEST BALL AND WORST BALL

THIS also is similar to the Taft System in that two points are involved on each hole, but in this case one point is scored for the best ball and one for the best of the two poorest balls. For example, A and B and C and D are partners. A requires a 5, B taking 3. C and D each take 4. A and B win a point for the best ball, but C and D win a point for the worst ball, as both of their scores are better than A's 5.

*Additional Matches which may be
Played in Conjunction with a Three-
Ball or a Four-Ball Match*

SYNDICATE

IN THIS each player of the four or three is for himself. An amount is specified as the syndicate; this may be a cigar, a ball, or a box of balls. Each player theoretically contributes this amount as an entrance-fee on each hole and the player who makes a hole in fewer strokes than any of the other three, wins. In case two tie, all tie. This procedure is followed on each hole. There may therefore be 18 different syndicates won and lost or all of the holes may be halved.

PROGRESSIVE SYNDICATE

THIS is the same as syndicate, except that where a hole is halved the syndicate or stake for that hole is carried forward and is played for on the next hole on the same basis. At times there will be eight or ten syndicates accumulated, which are won by the player first winning a hole from the other three.

BEST DRIVE

THIS is played in the same way as syndicate, except that it is the drive only that counts, and is won by the player whose drive is on the fairway nearest to the hole, usually the longest drive, but on occasion it may be the straightest instead of the longest.

BEST APPROACH

SAME as syndicate, except that the winner is the player who lays his approach nearest to the hole. This is usually restricted to shots played with an iron club.

PUTTING SYNDICATE

PLAYED in the same way as syndicate, but on the putting green only, the one holing out in the fewest putts after reaching the green winning. This is frequently varied by doubling the amount of the syndicate if a player does not require any putts, in other words, when he holes out an approach or chip shot from off the green. The green, in playing putting syndicates, is considered to be the part of the fairway surrounding the hole where the grass is cut short.

Miscellaneous Tournaments and Matches

BALL SWEEPSTAKES

MERELY a name given to a medal-play competition where the entrance-fee is one golf ball and the winner is given the balls so contributed as a prize. Where there are many entered the balls are frequently divided into more than one prize, say, one-half for the winner, one-third for the second and one-sixth for the third prize.

PLAY AGAINST PAR

MOST courses nowadays have a stipulated par; that is, the score a player would require to complete a round in if he played each hole perfectly. Par scores are based upon the following distances of the holes:

Up to 250 yards.....	Par 3
251 to 445 yards, inclusive.....	Par 4
446 to 600 yards, inclusive.....	Par 5
More than 600 yards.....	Par 6

The par for these distances is sometimes modified on account of natural obstructions or lay of the course, which makes the hole more difficult or more simple than the distance in-

dicates, i.e., a hole 440 yards uphill all the way might well be a par 5, as the best players would have difficulty under these conditions in reaching the green in two strokes.

In play-against-par competitions, the same idea is followed as in two-ball match play, except that in this instance par is your opponent. In other words, you are playing against an opponent who is shooting perfect golf. Usually these contests are on a handicap basis, three-quarters of the medal play handicap being allowed. The contestant who finishes the greatest number of holes up, or the smallest number of holes down, in case no one finishes up on par, would be declared the winner. In a great many clubs play-against-par competitions are finding favor in replacing medal play contests, as in a competition of this kind the fact that a player gets into serious difficulty, or badly misplays one hole, does not necessarily mean that all of his good playing has gone for naught. For instance, a player might play at the top of his game for 17 of the 18 holes and then have the misfortune to lose a ball or two on the remaining hole, which under the present rules governing a lost ball might result in his taking eight or nine for this hole, thus losing the competition though

he has played the remaining 17 holes excellently. In the par competition, such a difficulty would result in the loss of a single hole, or point, only, which might readily be overcome by excellent play of the remaining 17 holes.

PLAY AGAINST BOGEY

THIS method of play is the same as that followed under play against par, except that in this instance your opponent is "Colonel Bogey," a fictitious but well known golf character. Bogey is similar to par except that it is based upon the score that should be made by a fair golfer, rather than an expert. In other words, where a hole is 248 yards long under the Bogey system, a perfect score would be considered a four rather than a three under the par system; otherwise the same procedure is followed.

SELECTED SCORE

THIS competition is used principally as an innovation in conjunction with a 36-hole "one-day" medal-play competition, and consists of the best 18-hole score selected from the player's score in the 36-hole competition. In other words, he may select the best score in either of the two rounds for each hole; e.g., in the morning he

made the fifth hole in 5 and in the afternoon in 4. He would, therefore, select the four, as his score for that hole in the selected score contest. This form of play is sometimes followed in a single 18-hole competition, the player selecting the nine lowest holes of the 18 played.

RINGER COMPETITION OR SEASON'S SELECTED SCORE

THIS usually extends throughout the entire playing season, each player as he makes a hole below the usual average, or below par, as the case may be, makes a circle on his score card around the particular hole which he wishes to have credited on his season's selected score. This, in turn, is noted by the Golf Committee on a chart designed for the purpose. Most players during the year, in playing steadily over their home courses, succeed at one time or another, in making most of the holes in figures below par, the result at the end of the season being an exceptionally low selected score. In most clubs the opening and closing date for the ringer competition is specified in the annual announcement of competitions to be played. At some clubs the selected holes must be made in rounds played on Saturdays, Sundays and

holidays, but this is a matter to be entirely determined by the club officials. In all cases a restriction is made that the selected score must be during a regular round of the course consisting of all or at least three-quarters of the holes. In this way the opportunity to keep playing the same hole until one succeeds in securing a phenomenally low score is avoided.

FLAG OR TOMBSTONE CONTEST

PLAY is on a medal basis, the players' club handicaps usually being allowed. Each player is permitted to play the number of strokes given as par of the course, plus his handicap. Thus where the par of the course is 72 and a player's handicap is 9, he is permitted to play 81 strokes. When he has played his 81st stroke he must place the flag which was given to him when he started, and which bears his name, where his ball lies at the end of the stroke. As may readily be seen, this will often vary and some contestants will finish their allotted number somewhere on the 16th hole, others on the 17th, and sometimes a player who has had an exceptionally good round will finish the full 18 holes and still have strokes to spare. In this case he starts again from the first tee and

plays until his allotted number is used up. The winner is the one who succeeds in placing his flag the greatest distance from the start. If two players have been able to complete the full 18 holes and each has two strokes left, the one who is nearest the first hole after playing his second stroke would be the winner.

Instead of using a flag to designate the point at which a player has completed his allotted number of strokes a replica of a tombstone may be used. This may be made of cardboard and bear a suitable epitaph, such as "HERE DIED JIM JONES ON JULY 16, 1922." Interest in this may be extended by providing each player with a blank tombstone permitting him to write his own epitaph, thereby securing many that are original and humorous.

CROSS COUNTRY

THIS form of competition is played in two ways:

1. Where it is possible to start, say, a mile from the course and play directly cross country, finishing on one of the greens of the course designated in advance, if possible near the club house. In this case the ball must be played from wherever it lies. If found in an unplayable

position you are permitted to lift and tee up with the loss of two strokes. Many unusual situations arise in a contest of this kind.

2. This is to play entirely on the golf course proper, skipping about from one hole to another, not in the usual rotation. The play might start on the first tee and go to hole No. 7; start at the 8th tee and go to hole No. 4, start at the 5th tee and go to hole No. 16, etc., until at least nine holes have been played. The principal drawback of this kind of competition is that it interferes with players who have not entered the contest and desire to play a regular round of the course. However, when a contest of this kind is run it should be given right-of-way of the course, the inconvenience being with those who refuse to enter the contest.

COURSE BACKWARDS

IN this the course is played from the first tee to the 18th hole, then from beside the 18th green to the 17th hole, and from beside the 17th green to the 16th hole, etc. In other words, exactly what the title implies, the course is played backwards throughout. This does not make a very interesting competition, but provides a further innovation.

SWATFEST

THIS competition should be started early in the day as it is apt to extend over a considerable period, but it adds a great deal to sociability and fun. In this, all players play the first hole together, taking turns driving, the player furthest from the hole playing his second shot first, etc. After all have holed out the player or players requiring the greatest number of strokes on the particular hole drops out of the competition.

For example, twenty players are in the contest; on the first hole ten players take four, six players five, two players six, one player seven and one player eight, the player who scores eight drops out. Then the second hole is played and the same procedure followed. If two or more players take the same number of strokes and their score is the highest for the hole, both drop out, and so on until finally only one remains, who is the winner. This may be played on a handicap basis but, if so, not more than one-half the medal play handicap should be allowed.

This type of contest is sometimes varied by requiring all contestants to drive from the tee at the same time. All take their positions and at a

given signal all play together. This adds difficulty as it is very annoying to realize that all the others are to play at the precise time that you are playing.

GOAT CONTEST

GOAT contests usually extend throughout the season. Each player entering purchases a medal through the Golf Committee on which is a replica of a goat and on the other side, the contestant's name. Any contestant may challenge any other contestant to a match for his goat. All matches are played on a handicap basis. Three-quarters of the difference in handicap is allowed as the contest is at match play. When a player wins his match the opponent must surrender to him his goat (*medal*) and the player losing his "goat" is then out of the competition for the balance of the season. The player who is successful in winning or getting another man's "goat" may then challenge another contestant who still has his own or additional medals. In this case, if the original contestant who has already won from one opponent loses this next match, he may surrender the medal of his vanquished opponent rather than his own, thereby continuing in the competition until such time

as he loses all medals which he has, including his own. The contestant who at the end of the season has the greatest number of goat medals is declared the winner. A great deal of interest is aroused in a goat contest, as the matches may be played in conjunction with some other regularly scheduled contest and need not interfere with any other match which the two players have on that particular day.

LADDER CONTEST

THE names of all players who wish to enter are listed in order according to their handicaps at the beginning of the season, those having the same handicap being arbitrarily listed alphabetically to start. A player has a right to challenge any one of the three players immediately above him in the list to a regular 18-hole match. (All of the matches are on a scratch—not a handicap—basis). If he wins, he and the beaten player exchange places on the ladder. If he loses, he may not challenge the same player again until he has defended his own position by beating some player of a lower status who has challenged him.

This form of competition arouses a good deal of interest, and frequently brings out the ability

of the "money" player, who never turns in a good 18-hole score.

PUTTING CONTEST

A PUTTING contest follows the same line as a regular contest, except that it is played entirely on a putting course or green. The usual qualifying round is played and the contestants who qualify then compete at match play. This type of competition, of course, can be run off in one afternoon. Much interest has been displayed in putting contests held at night, using the headlights of automobiles to illuminate the putting course. Sufficient light is obtained in this way. It has also been tried with success on nights when there is a full moon. In this case the lighting being not quite so good, considerable interest is added by the different conceptions thereby secured as to distance, unfamiliar rolls of the green, etc.

OBSTACLE PUTTING CONTEST

THIS follows the same line as the putting contest, except in this case obstacles are placed between the tee and the hole and each player is allowed to use two clubs, e.g., a mashie or niblick and putter. The obstacles may consist of almost

anything the Committee in charge may care to use. Some thoughts on this are croquet wickets to go through, 2 x 4 beams to be jumped or a hole placed in a barrel sawed in half into which the ball must be lofted. Stove pipes or elbow tin leaders make exceptionally fine obstacles.

INDOOR PUTTING CONTEST

DURING the winter months, which are long and dreary to golfers who are unable to go South, considerable interest can be aroused in indoor putting contests. For this purpose a large club, or assembly room, or several connecting rooms are required. The floor should be covered with rugs, the heavier the rugs the more they are like outdoor greens. The holes are of metal or rubber and are so designed that they resemble an inverted saucer. They may be obtained at most sporting goods stores. The course may be 9 or 18 holes, depending on the space available. By the use of obstacles each hole may be made different. Bricks are very useful in making the obstacles; they may be used either on top of the rugs or underneath. Carrom shots can be played. By elevating one side of the rug, a side-hill putt is secured. Very little ingenuity is required to work out 9 or 18 holes. It is

advisable to make only holes which can be played with a putter as the use of mashies or other clubs of this kind is likely to be detrimental to the walls and floor of a room. Many people who have never played outdoor golf can be interested in these indoor contests.

APPROACHING AND PUTTING CONTEST

THIS is a splendid form of competition for a holiday afternoon as it can be played directly in front of the Clubhouse and so furnishes amusement for those assembled. It is also enjoyed by the ladies. Each contestant approaches and holes out three balls from three different distances. Usually 50, 75 and 125 yards are selected and the play to the hole is generally from a different direction from each distance. The player may use any club he desires, the object being to hole out the 9 balls in the fewest strokes. The 18th green or a specified hole in the putting course (if one is maintained) is usually selected for this contest. It is, of course, desirable that the green selected be guarded by one or more bunkers or hazards over which it is necessary to pitch one's approach. Ties frequently result which add still further to the interest of the onlookers.

DRIVING CONTEST

ANOTHER diversion for entertaining a crowd. Each contestant is allowed to drive three balls, the one making the greatest total distance with all three balls being the winner. Generally the fairway is marked and constitutes the boundary and each ball must be within the boundary stakes to count. In this way it is not always the longest driver that wins such a contest, as he is apt to have at least one ball outside of the boundary stakes and the distance of the other two is all that counts in his total.

PINEHURST SWATFEST

THIS type of competition originated at Pinehurst from which it derives its name. The play is the same as a regular medal play handicap tournament. Each contestant entering agrees to pay a stipulated amount (usually 10 cents a stroke) to each player whose net score is less than his, he, in turn, receiving the same amount from each player having a higher net score.

This is an interesting competition as it is to the advantage of a player to save every stroke possible throughout the entire round.

TIN WHISTLE

THIS competition was originated in 1920, by an organization of golfers who congregate at Pinehurst, N. C., during the winter, holding tournaments under the name of "Tin Whistles." The competition is on a match-play basis and points are awarded as follows:

1 point for each hole made in Bogey.

3 points for each hole made in Par.

5 points for each hole made one under Par.

10 points for each hole made two under Par.

The player having the greatest number of points at the end of the round wins. It is on a handicap basis, strokes being taken at the hole specified on the score card. In this way it is possible for a player to make a hole in 5 where the par is 5 and with his stroke allowance to be one under par, thereby obtaining 5 points, etc.

SPLASH CONTEST

HERE is a special form of competition for courses which have water hazards, either a pond or brooks. It is played in much the same way as the ball sweepstakes, in that the prize is golf balls and the player with the lowest net score wins. Instead, however, of each player paying

an entrance fee, each agrees to pay one ball as a penalty for each ball he plays into a water hazard during the round. Some players will not pay any, while others may have to contribute two or three. If any player does not turn in a score, he is charged with having gone into the water three times and must therefore pay three balls. If a sufficient number enter, the balls may be divided into more than one prize.

MATCHING CARDS

FREQUENTLY two friends will be playing in different matches on the same day and yet desire a match against each other. They therefore agree to match cards. Each player keeps his score in the match in which he is playing and when they return to the club, their respective scores are compared hole for hole on a match play basis. Handicaps may be allowed on either a stroke or bisque basis, if on a stroke basis the number of strokes allowed is taken on the holes designated on the score card. If bisques are given, they are taken by the recipient wherever they will benefit him most. The winner of the match is determined in the same way as if the two had played together.

"FREE SILVER" OR THE OLD ARMY GAME

THIS type of match derives its name from the fact that it is possible to win or lose sixteen points on one hole, and on account of its popularity with army officers. It is primarily adaptable to four-ball foursomes and consists of a combination of awards and penalties.

METHOD OF SCORING

Awards

For the longest drive (which must be on the fairway) or the ball nearest the pin on short holes.....	1 point
Best ball on the hole.....	1 "
Lowest combined score of partners....	2 "
Birdie (one stroke under par).....	3 "
Holing out from off the green.....	5 "

Penalties

For being in a bunker or trap.....	1 point
Ball out of bounds.....	1 "
Ball in water hazard.....	1 "
Lost ball.....	1 "

TOTAL16 points

The number of points may be increased by allowing an award of 10 for an Eagle (two strokes

under par) and adding other penalties for such offenses and breaches of the rules as topped drives, playing out of turn, teeing ahead of the markers, etc.

NO ALIBI

IN THE locker room, that seat of the great alibi, how often you have heard such expressions as these: *If I had not topped my drive on the 5th*, or *If I had not gone into the water on the pond hole*, *I would have broken the record*, or *I would have won my match*. The No Alibi form of competition is designed to eliminate just such post mortems. In such a contest each player is privileged to replay any four shots during the round. It may be a missed short putt, a topped drive, or any other shot where he is dissatisfied with the results obtained, but the decision to replay the unsatisfactory shot must be made before the next shot has been played. This is a new and very interesting form of competition. It is also readily adaptable as a form of handicap in an individual match between two players who play about the same game, the better player can allow his opponent to replay a given number of shots during the round, thus tending to equalize the difference in their games.

THE STINGER

THIS is just the converse of the No Alibi. In this case it is the privilege of each player to make his opponent play over a given number of shots, those which he considers lucky or feels that he will be unable to duplicate. Imagine the depressing sensation of holing out a full midiron or even a 20-foot sidehill putt and hearing your opponent say with malice aforethought and exceeding great glee, *I must respectfully request you to re-play that shot*. Just imagine! You will be ready to scalp him and rightly, but—remember your turn will come and you can rest peacefully in the anticipation of the sweet revenge you will reap. You *know* it will come as your opponent is always luckier than you.

OCTOPUS

THIS is used quite extensively in England where in the summer it is light until nine or ten o'clock at night. Most golfers never get enough of their favorite game and after they have completed their scheduled day's play, a few more holes are suggested.

The plan involves two teams of four men each, all playing together. Each player uses two clubs,


one will play the driver and brassie, one a driving iron and midiron, another a jigger and mashie, and the fourth a niblick and putter. The different men composing the team are selected for their ability to play certain clubs well. A Captain is selected for each team and it is his duty to decide which club shall be used for each shot. He is generally one of the four men composing the team. When he decides that a certain shot should be played with a given club the man chosen to play that particular club must make this shot. As we all know, it is often hard to decide just which club to use and many friendly debates result. If a player finally convinces his Captain that he should play a certain shot and does so and makes a failure of it, he comes in for a lot of "kidding" from his partners, which adds much fun to the game. One advantage of this competition is that no caddies are required, as each player has to carry only two clubs. This may be extended to eight men on a side, each playing one club. With the daylight-saving plan in force in some parts of our country, this should become as popular here as it is in England.

ROTATION

THIS is played by a team of four or more players on a side, each using one club only. Starting at the first tee the man with the driver plays off after which each member of the team plays in rotation with the club he has, regardless of where the ball is located. In this way, the player with the putter will often be called upon to drive, while the one with the niblick will try to putt. A great deal of fun will result, but it can hardly be considered beneficial to your game.

YORKVILLE

WHERE two players desire a friendly match which will result in very little advantage to either, this method of play may be used. It is really only a different method of handicapping. The contestants start on an equal basis at the first hole, the one winning a hole first concedes a stroke to his opponent on the next hole, adding a stroke at each succeeding hole won, and deducting a stroke for each hole lost. The match usually ends with very little difference in the total number of holes won.



WOOF OR BOO HANDICAP

IN THIS one player allows another a certain number of *Woofs* or *Boos* instead of an equivalent number of strokes. The player receiving the handicap is privileged to yell as loud as he pleases at any time during the round and, needless to say, he always chooses the psychological moment when his opponent is in the act of playing a shot. This may be during a drive or a short putt. The opponent, never knowing just when it is coming, is keyed up at all times and often finds it a very difficult handicap to overcome. We all know what it means to have someone speak just as we are about to hit the ball and it can be imagined how much worse the full blast of a golfer's premeditated yell will affect us. Try it some time and see. It is, however, advisable to confine this sort of match to a day when the players engaged in it have practically a monopoly of the course.

CLUB SYNDICATE

THIS is an interesting contest as it can be played without interfering with the contestant's regular matches or other competitive play. Each member who enters agrees to pay a stipulated amount (usually a golf ball) to the contestant

who wins a syndicate or individual hole from all others who have entered. This is similar to regular syndicate, as explained under four-ball matches, except that it is very difficult to win a hole where there are fifteen or twenty players competing, some two of whom are almost certain to halve every hole; and where two tie, all tie. It seldom happens that more than one or two wins are made in a day and then only where a player has scored a birdie or an eagle (*see Explanation on Contents page*). It more frequently happens that none are won, but it certainly furnishes a fine reward for the player who does play some hole unusually well.

KICKERS' HANDICAP

THIS is the Duffer's Delight, as he can have the handicap he thinks he ought to have, and can therefore find no fault with the handicap committee. A number is drawn and placed in a sealed envelope before the play starts; each player being advised before hand that the number is between certain numbers, say, between 70 and 85 inclusive, or between the par of the course and the ninth or fourteenth number above. Each competitor is privileged to select his own handicap with the object of finishing the 18-hole

round with a net score somewhere between the numbers specified. The player whose net score is nearest the blind number is the winner.

Many times it is necessary for a player who has taken too large a handicap to play all around the last hole in order to use sufficient strokes to bring his score near the desired total. This form of contest may be varied by selecting a certain number of holes and drawing a number as before, but based upon the probable number of strokes it will require to play the holes. Or you may go even farther and restrict it to one hole only, but in this case too many ties are likely to result.

ONE STROKE TRICK MATCH

THIS is merely a chance to get even with someone who has been getting the better of you. Ask him to give you one stroke only, you to have the privilege of dividing or faking it in any way you desire. Then, elect to take it one-eighteenth on each hole. Under this plan you win every hole that you halve and it is not difficult to halve sufficient holes to make you a substantial winner.

TEAM MATCH—NASSAU SYSTEM

THIS is adaptable principally to competitions between two clubs or representatives of different

organizations that wish to promote good fellowship, etc., and consists of an equal number of players on each side. Regular matches are played but the scoring is generally on the Nassau System basis; that is—one point for the first 9 holes, one point for the last 9 holes and one point on the match. This system of scoring, originated many years ago at the Nassau Country Club, is an extremely good method, as it gives the player who is off his game on the first few holes an opportunity to save something for his team by winning the inward journey. It is almost universally used for team matches and many individual matches are played on this basis.

The most noteworthy team matches, which are an annual fixture, are the Leslie Cup Matches between amateur teams representing Massachusetts, the Metropolitan District of New York and Pennsylvania.

THE END



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